

Douglas Walter CONMY, et al.
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EXHIBIT E

Initial Release 4.6

Data Type : Calendaring and Scheduling

SCHEDULE - Data structure for a schedule.

#include <schedule.h>

Definition :

```
typedef struct {
    DWORD    reserved[8];
    DBID      dbReplicaID; /* Users mail file replica ID */
    TIMEDATE_PAIR Interval; /* events etc. are in this
                           interval */
    DWORD     dwErrGateway; /* gateway error retrieving this
                           schedule */
    STATUS     error; /* error retrieving this
                     schedule */
    WORD       wReserved; /* unused at this time */
    WORD       wOwnerNameSize; /* size of owner name
                           (includes term.) */
} /* followed by owner name */
SCHEDULE;
```

Description :

Data structure for a schedule.

See Sample Program :

MISC\SCHEDULE

See Also :

SchContainer_GetFirstSchedule
SchContainer_GetNextSchedule
SchContainer_FindSchedule